

04

DYNAMITE
RATED TEEN

JONNY QUEST

JOE CASEY
SEBASTIÁN PIRIZ



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DYNAMITE

04

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RATED TEEN

JONNY QUEST[™]

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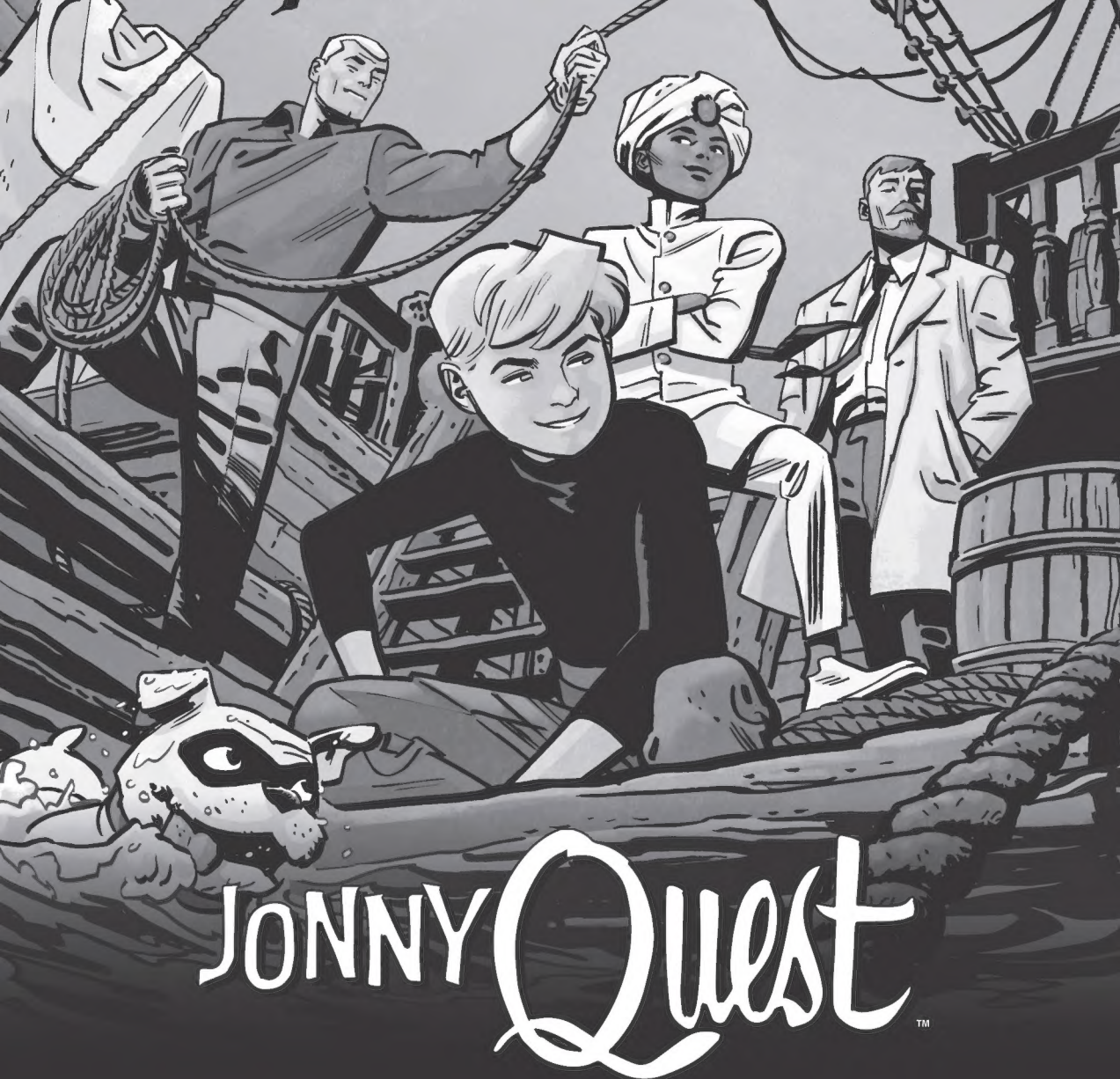
JONNY QUEST[™]

JOE CASEY
SEBASTIÁN PIRIZ



FACE

20
DYNAMITE



JONNY QUEST™

JOE CASEY
WRITER

SEBASTIÁN PIRIZ
ARTIST

LORENZO
SCARAMELLA
COLORIST

TAYLOR ESPOSITO
LETTERER

CHAD HARDIN
MAIN COVER

MATT IDELSON
EDITOR

JONNY QUEST CREATED BY DOUG WILDEY

SPECIAL THANKS TO JOSH ANDERSON AND VICTORIA SELOVER



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TIME DISPLACED AND STUCK IN THE YEAR 2024, THE QUEST FAMILY HAVE TEAMED UP WITH SEVENTY-ONE-YEAR-OLD JONATHAN QUEST IN ORDER TO RETURN HOME! BUT NOW THEY FIND THEMSELVES UNEXPECTEDLY FACING AN EVEN MORE IMMEDIATE AND DIRE DILEMMA--

SCANNING CHAMBER ACTIVATED.
BIO-SUBJECT IN POSITION...PREPARE FOR
MULTI-LEVEL MOLECULAR PENETRATION...

JONATHAN!

THE FUKUNAGA TECHNICIANS SAY THIS KIND OF ORGANIC BIO-SCAN USUALLY TAKES HOURS TO COMPLETE! YOU WANT TO DO IT IN SECONDS--

--BUT THAT KIND OF IONIC CELL ANALYSIS ALL AT ONCE COULD WREAK HAVOC ON YOUR BODY!

C'MON, LISTEN TO YOUR FATHER, WILL YA?! YOU DON'T HAVE TO DO THIS--!

YES I DO, ROGER--

JONNY Quest

BROUGHT TO YOU BY

JOE CASEY

WRITER

SEBASTIÁN PIRIZ

ARTIST

LORENZO SCARAMELLA

COLORS

TAYLOR ESPOSITO

LETTERS

MATT IDELSON

EDITOR

DOUG WILDEY

CREATOR

SPECIAL THANKS TO

JOSH ANDERSON

& VICTORIA SELOVER



JONNY QUEST



DR. BENTON QUEST



"RACE" BANNON



HADJI



BANDIT



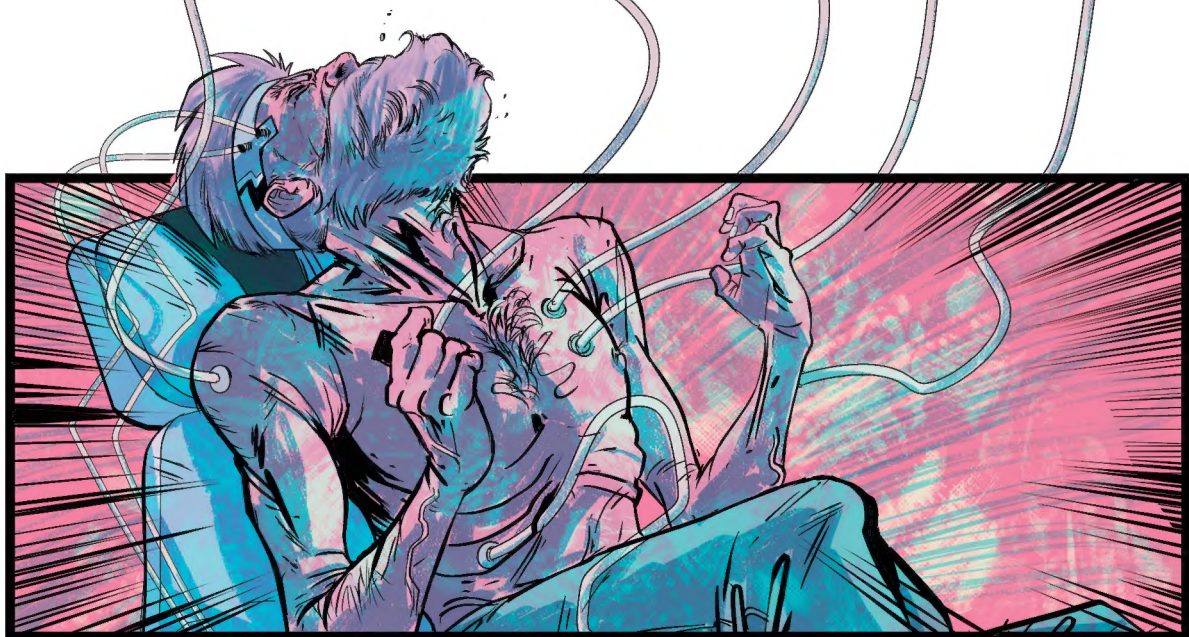
--WE CAN ONLY TRACK JONNY'S EXACT LOCATION IF WE HAVE HIS BIOMETRIC SIGNATURE--

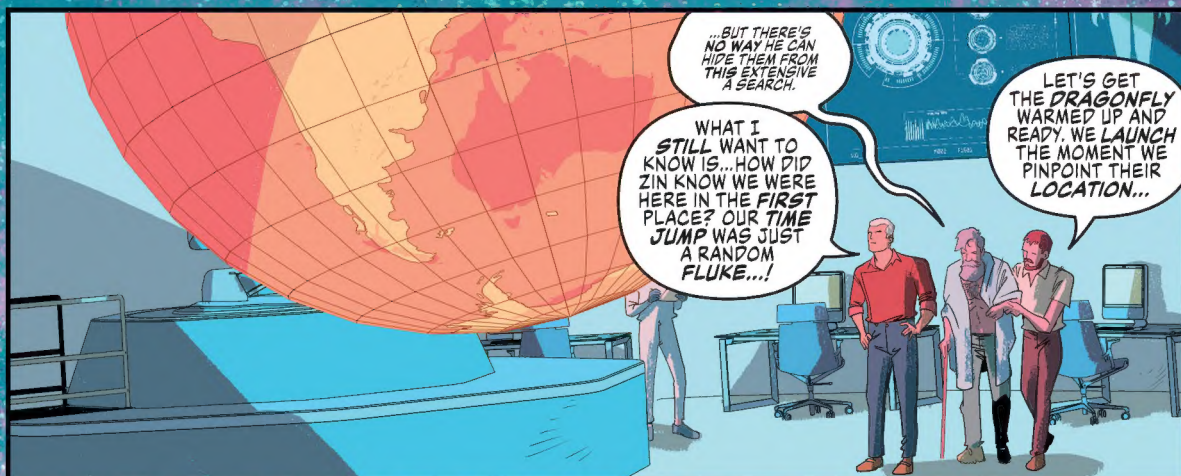
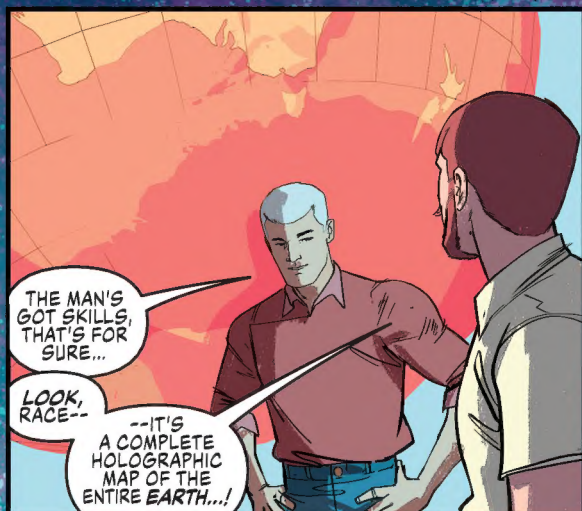
--WHICH IS ALSO MY BIOMETRIC SIGNATURE--

--AND SINCE JONNY AND HADJI HAVE BEEN KIDNAPPED BY DR. ZIN, THERE'S NO TIME TO ARGUE--

--THIS IS OUR ONLY OPTION!

INITIATE
SCAN









WELL,
IF YOU'RE
EVEN HALF
AS SKILLED
AS JADE...

...THEN
MAYBE
WE'VE GOT
A CHANCE
HERE.



SO...
...TAKING
CHARGE,
ARE YA...?



HEY,
SOMEBODY'S
GOT TO!

I SURE
DON'T WANNA
WASTE ANY MORE
TIME ROTTING
IN **HERE**, DO
YOU?

AGREED!
THERE'S **GOT**
TO BE A WAY...!

OKAY,
KID...



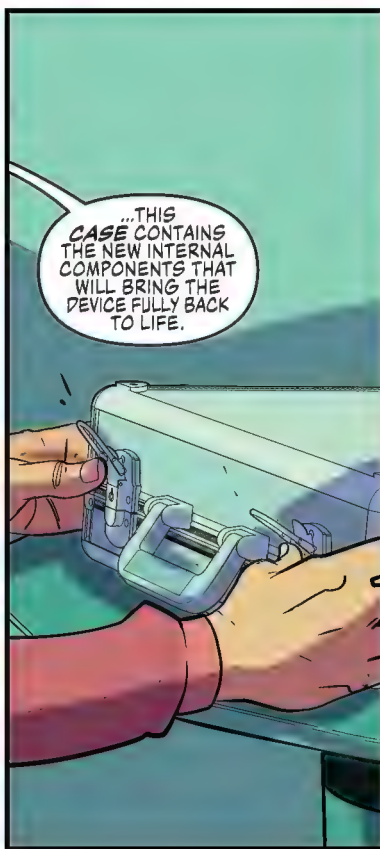
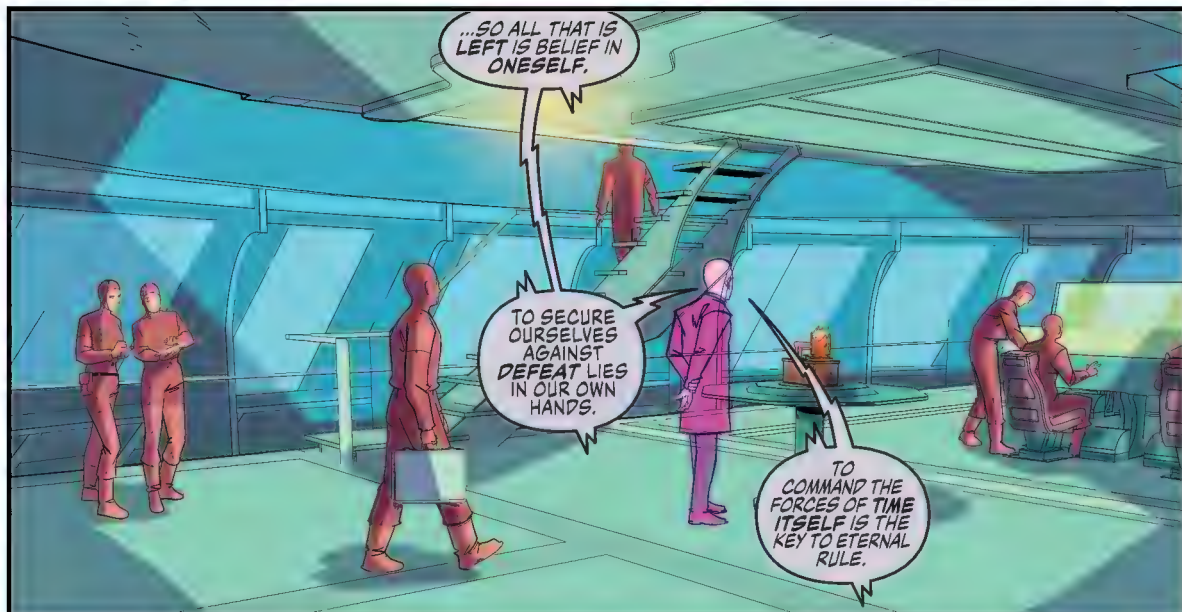
...YOU WANT
YOUR CHANCE
TO MAKE A
JAILBREAK?
FINE.

I'LL
CLUE YOU IN ON
SOMETHING...I
HAVE A SNEAKING
SUSPICION THAT
WE'LL BE PAID
ANOTHER VISIT
VERY SOON.

ESPECIALLY
AFTER ZIN REALIZES
HE'S NOT THE **ONLY**
ONE SCHOOLED IN THE
EXQUISITE ART OF THE
DOUBLE-CROSS.
THE **REAL** QUESTION
IS--

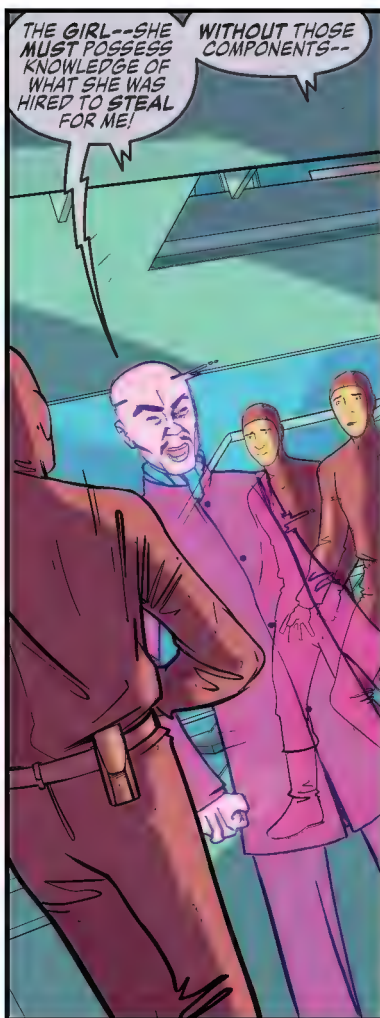


--WHERE
DO **WE** THINK
WE'RE GOING
TO GO FROM
HERE?





--EMPTY...?!



THE GIRL--SHE
MUST POSSESS
KNOWLEDGE OF
WHAT SHE WAS
HIRED TO STEAL
FOR ME!

WITHOUT THOSE
COMPONENTS--



--THE
QUANTUM
COUNTER IS
USELESS!



BRING HER
TO ME! IF SHE
DOES NOT
PRODUCE
HER CONTRA-
BAND--

--SHE WILL
FEEL MY FURIOUS
RETRIBUTION!

GO!

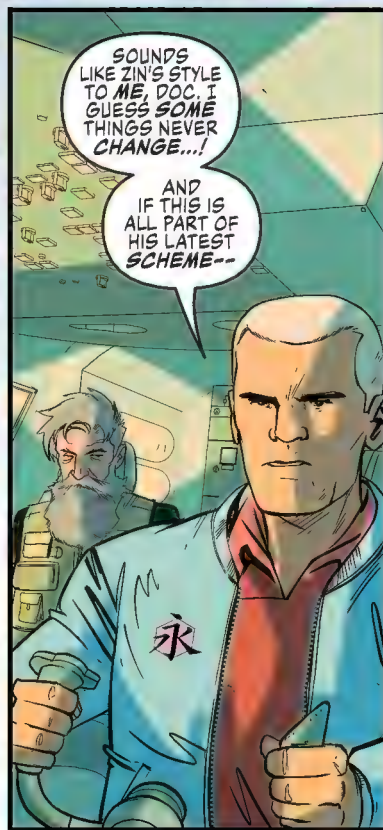
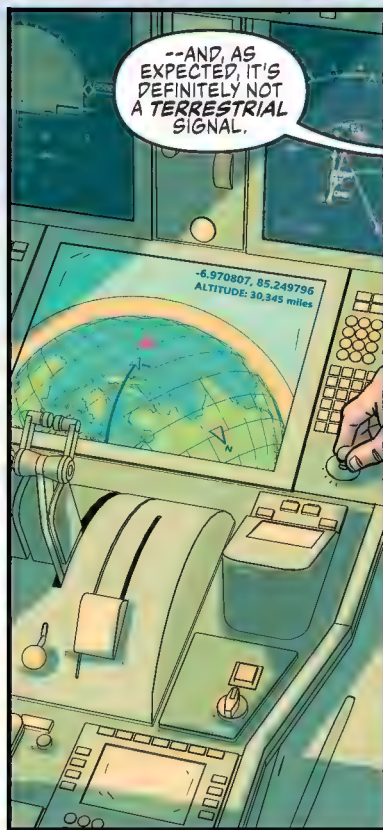
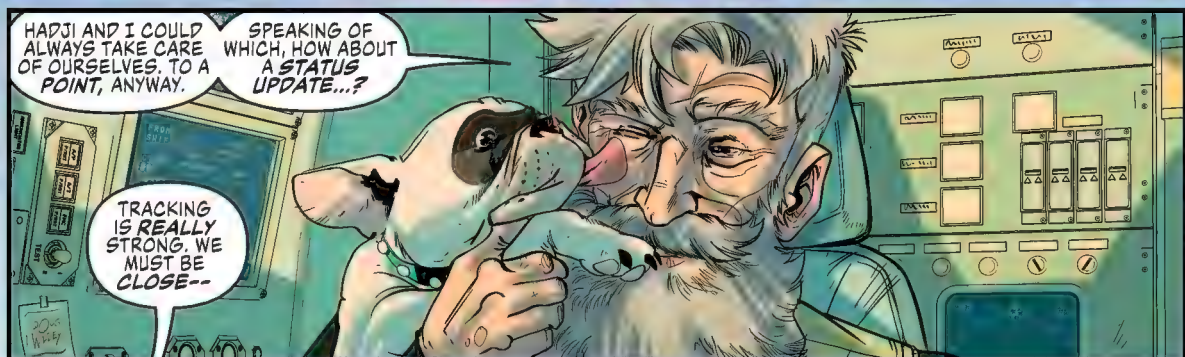
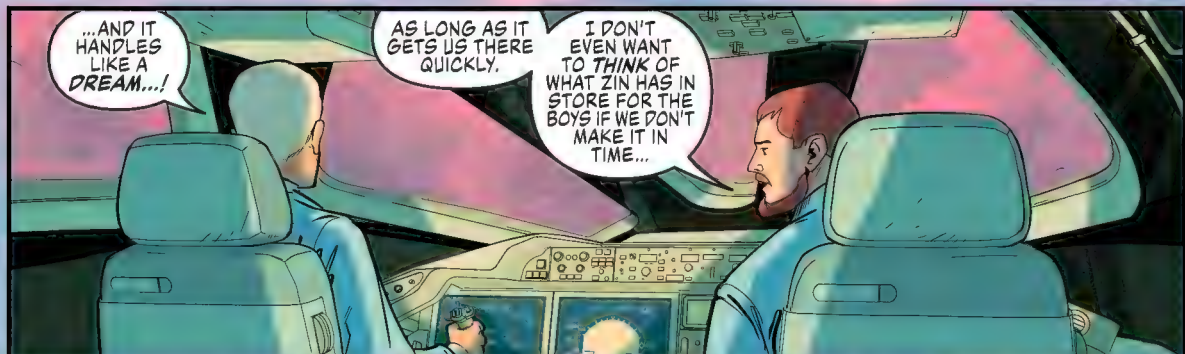
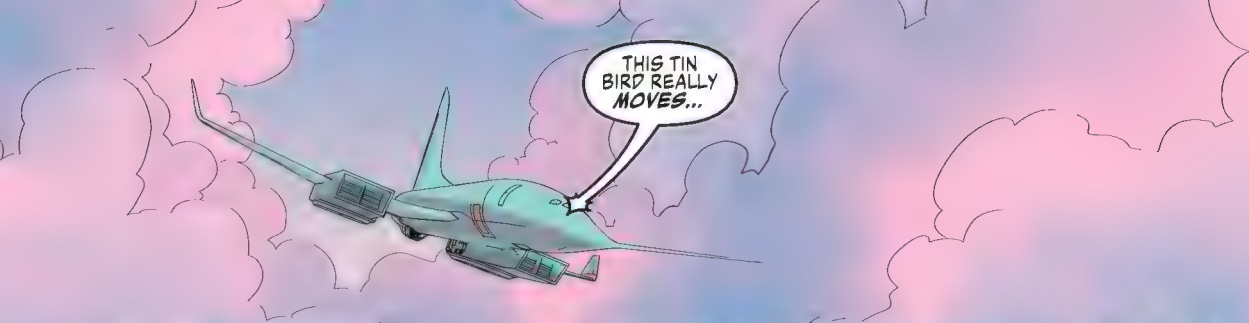
RIGHT AWAY,
MASTER!

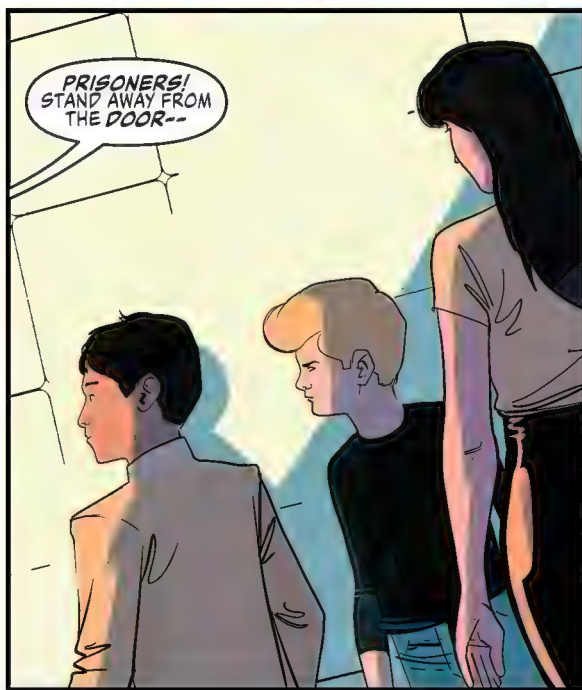
IN ZIN WE
TRUST!



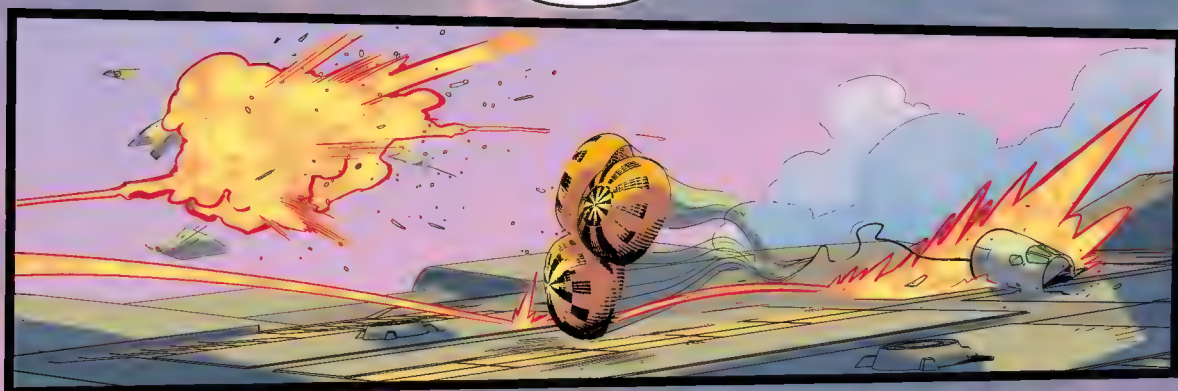
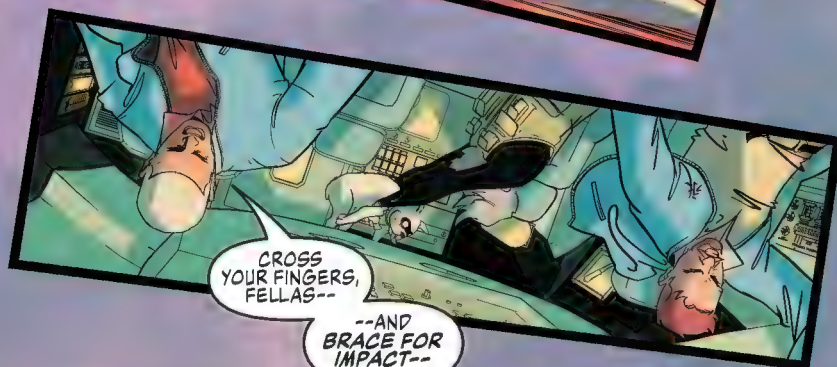
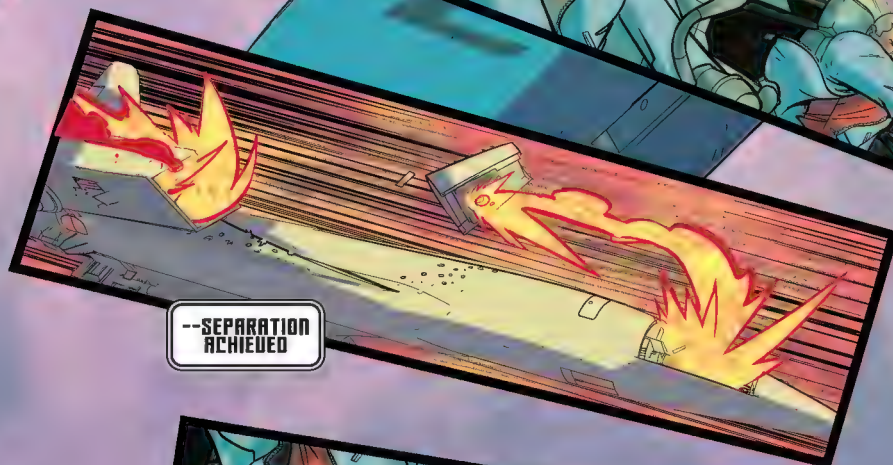
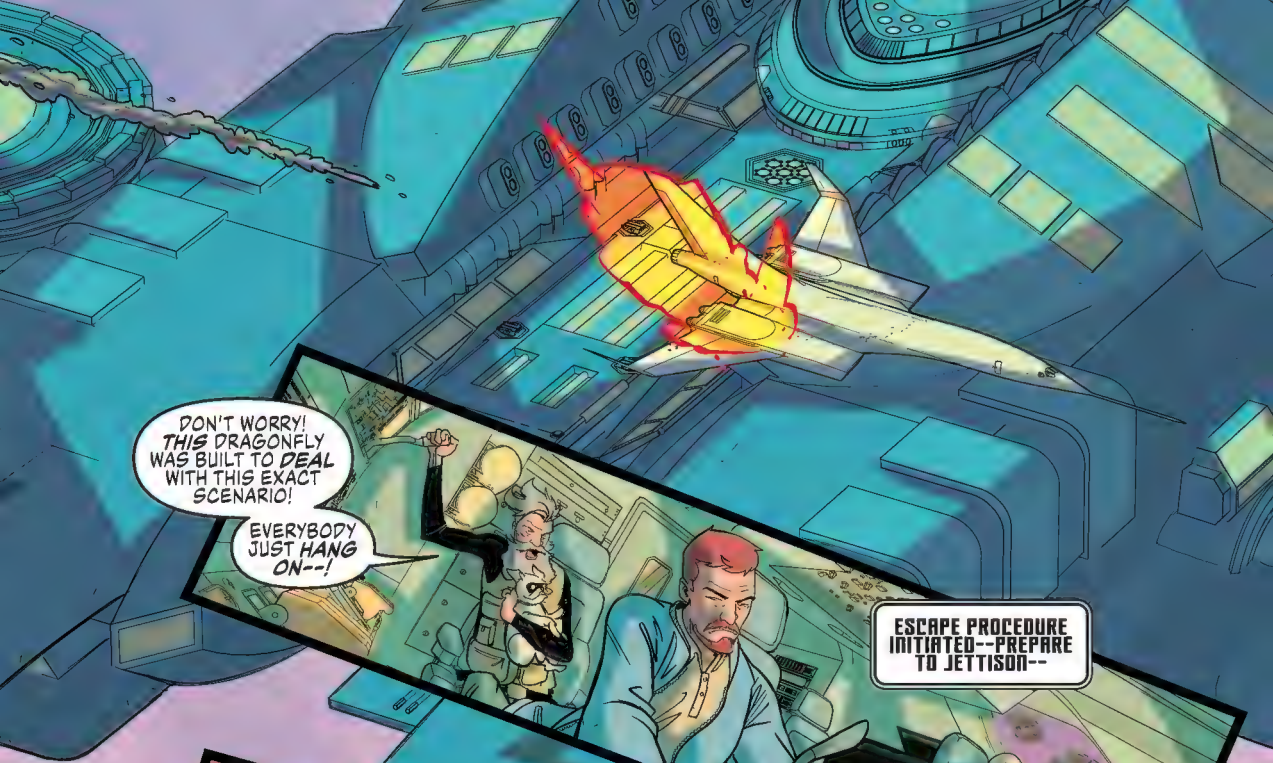
IF WE
MUST
WAGE
WAR...

...WE WILL
ENSURE THERE
WILL NOT BE
ANOTHER.











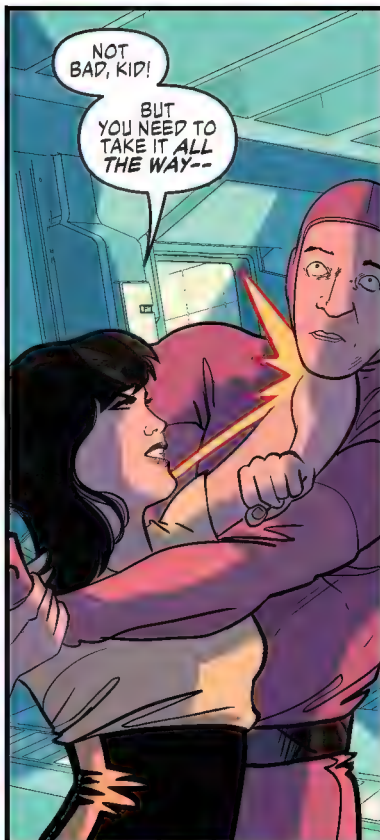
////ALERT////ALERT////DAMAGE
CREW REPORT TO TOP DECK////

NOW'S OUR
CHANCE
JONNY--!

WHA--?



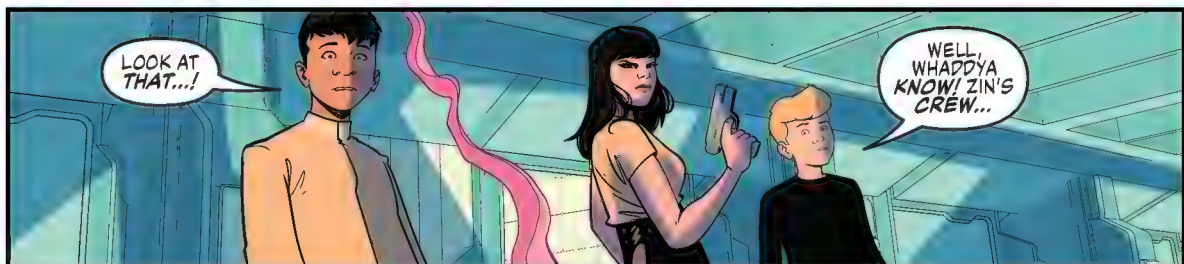
RIGHT!



NOT
BAD, KID!
BUT
YOU NEED TO
TAKE IT ALL
THE WAY--

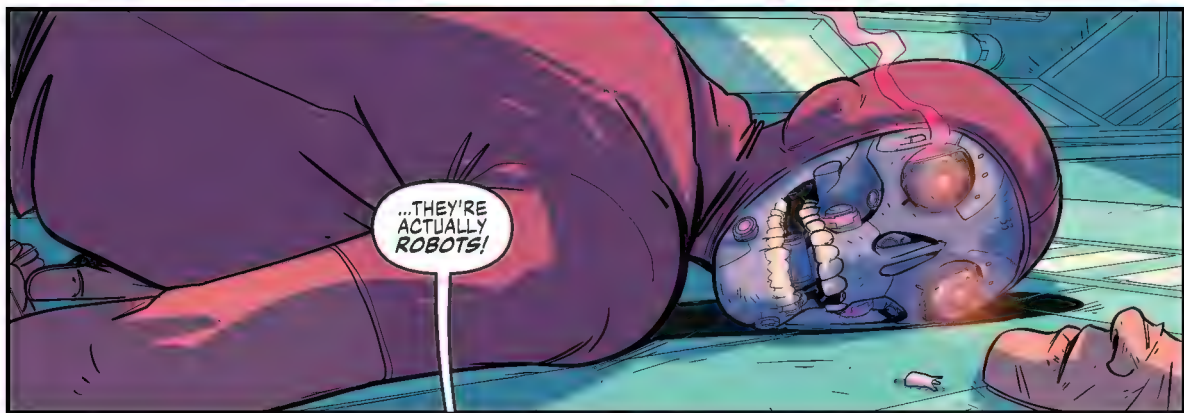


--AND
SHOW THESE
GUYS WHAT'S
WHAT!

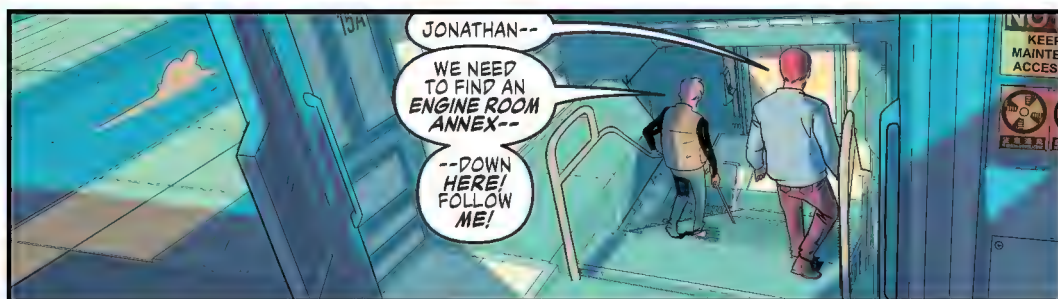
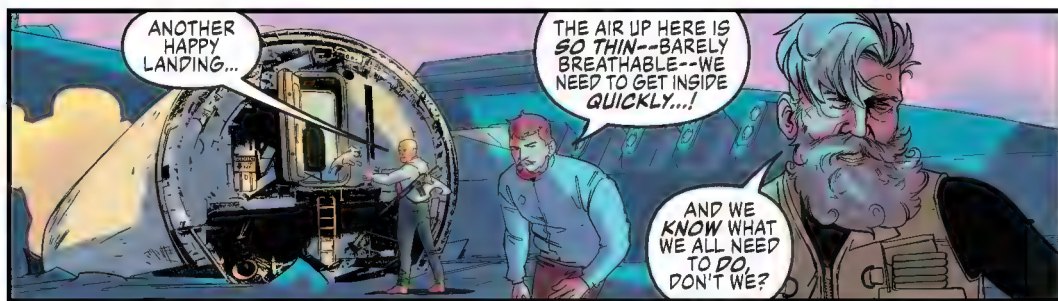


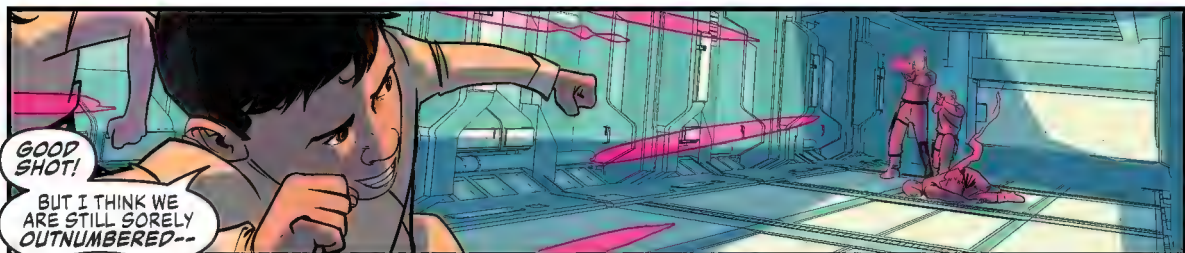
LOOK AT
THAT...!

WELL,
WHADDYA
KNOW! ZIN'S
CREW...



...THEY'RE
ACTUALLY
ROBOTS!





GOOD SHOT!

BUT I THINK WE ARE STILL SORELY OUTNUMBERED--

YOU NEED TO DUCK, BOYS--

--SO I CAN EVEN THE ODDS!

HIT THE DECK, HADJI--!



HMMF. SHOW-OFF.



I'D KNOW THAT ATTITUDE ANYWHERE! YOU'RE THE ONE WHO SNAKED ME IN TOKYO--

YOU LOOKING TO LOSE THAT HAND, OLD TIMER?!

HEY BANDIT!

I'M OKAY, BOY!

RAW! RAW!



WAIT A SECOND...

...WHO ARE YOU?



////RED ALERT////RED ALERT////
ADDITIONAL INFILTRATORS
SUSPECTED ONBOARD////

WE
DON'T HAVE
MUCH *TIME*,
FATHER...

IRONIC, ISN'T IT?
THE CONCEPT OF
TIME ITSELF IS
INTRINSIC TO OUR
DILEMMA...!

IT MUST
BE MORE
THAN A LITTLE
UNSETTLING,
BEING STUCK
SOMEWHERE
YOU DON'T
BELONG.

THEN
AGAIN...

...MAYBE
I DON'T
BELONG
EITHER.

HERE WE
ARE--IS *THIS*
WHAT YOU HAD
IN MIND?

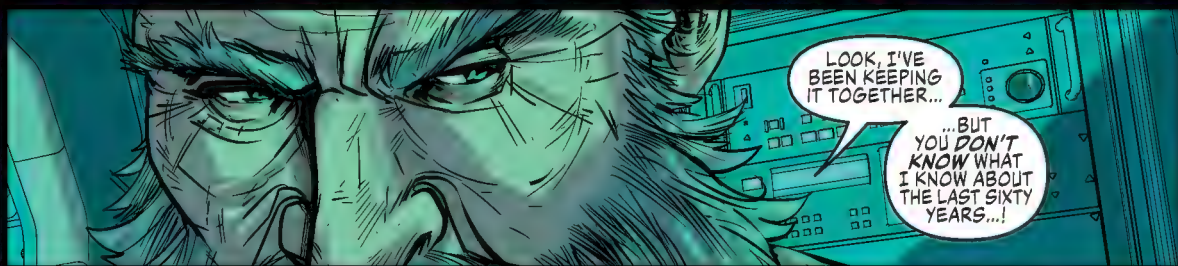
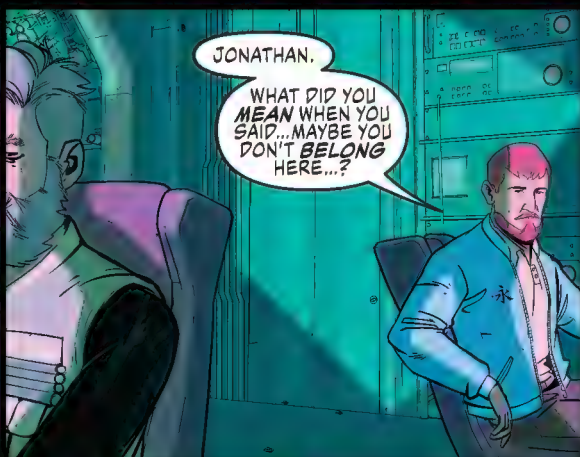
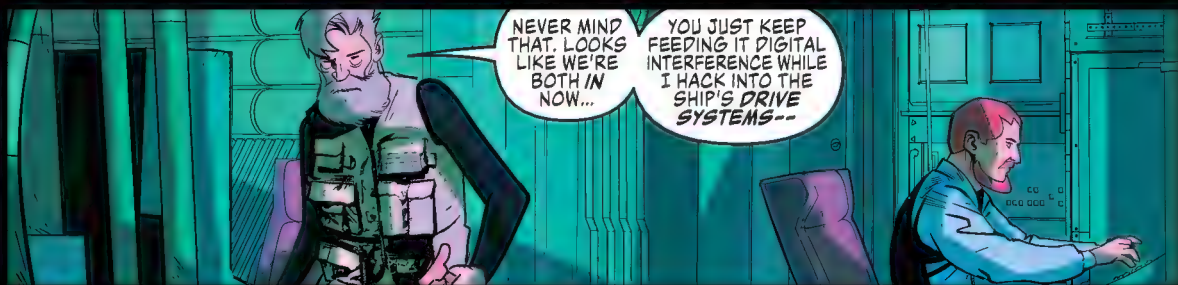
OH YEAH.
THIS'LL DO
FINE.

OBTUSICLY,
ZIN HAS HOLED
UP IN THIS MOBILE
*ORBITAL HEAD-
QUARTERS* TO STAY
OUT OF REACH OF
THE WORLD
AUTHORITIES...!

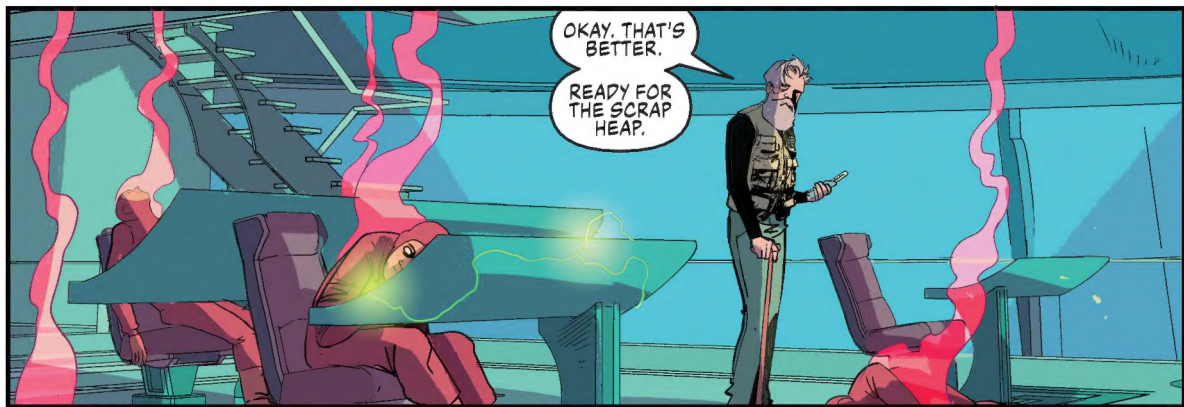
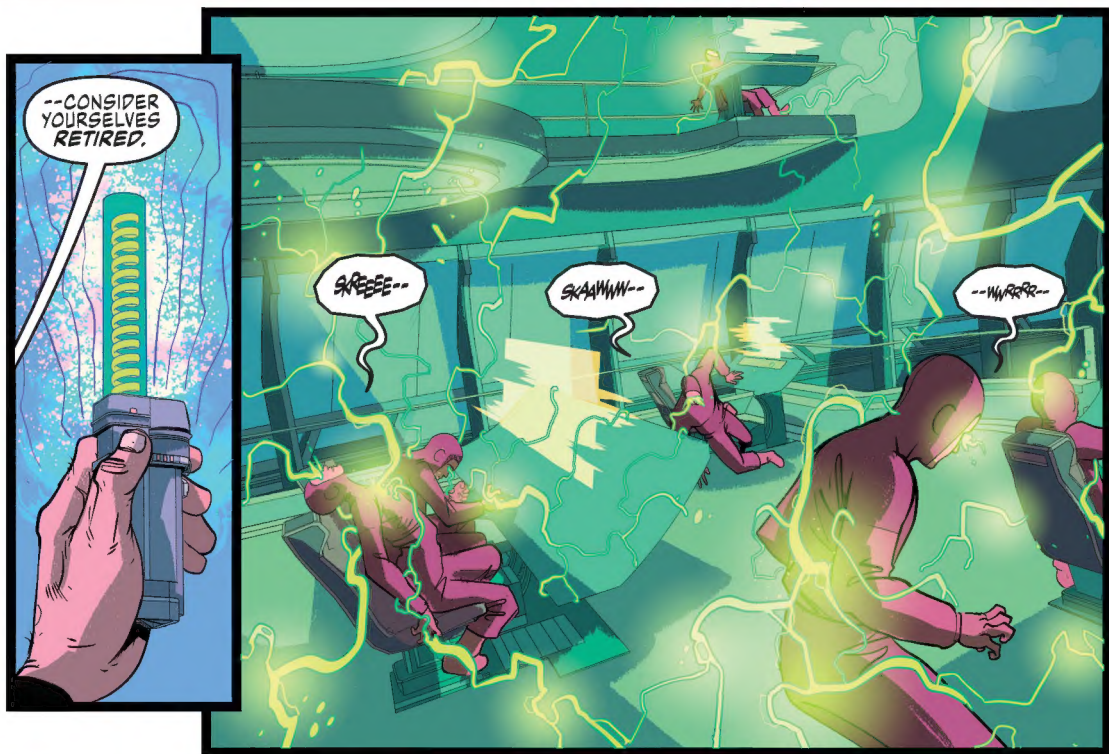
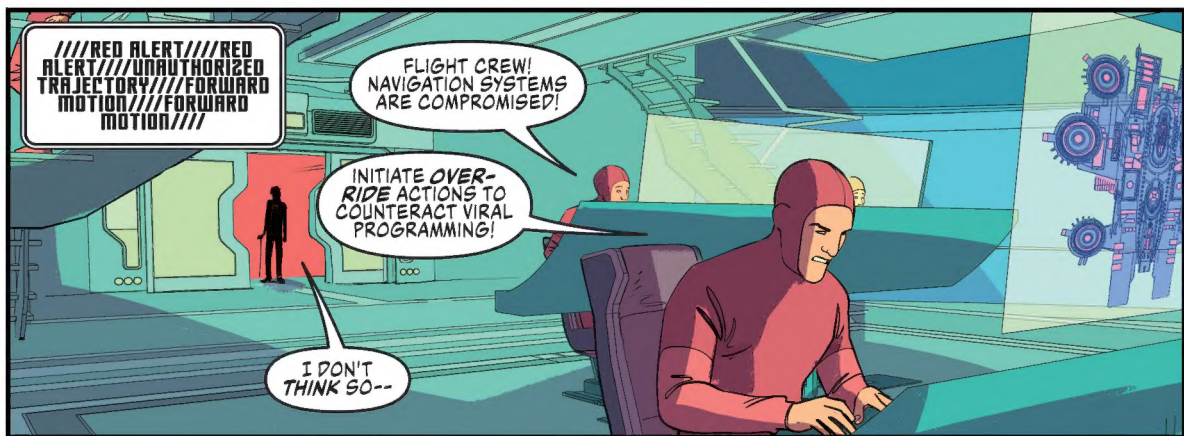
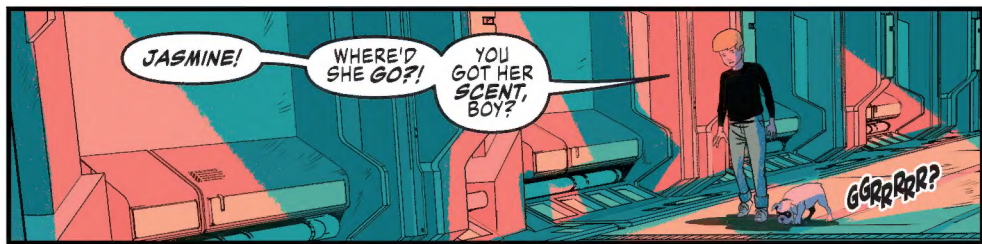
EXACTLY!
FROM UP HERE
HE CAN STRIKE
ANYWHERE ON
EARTH WITH
IMPUNITY!

ALTHOUGH I'M
STILL STUMPED ON
HOW HE'S STILL
AROUND...

...BASED
ON HIS *AGE*
ALONE, HE
SHOULD'VE
PASSED AWAY
DECADES
AGO...!









H-HEY...

...LOOKS LIKE THIS IS WHERE THE ACTION IS...

WHOA.

WHAT'RE YOU DOING ALL THE WAY UP HERE?!



I THOUGHT I MIGHT'VE MADE A WRONG TURN. NOW I'M NOT SO SURE...

WHAT DID YOU JUST DO...?

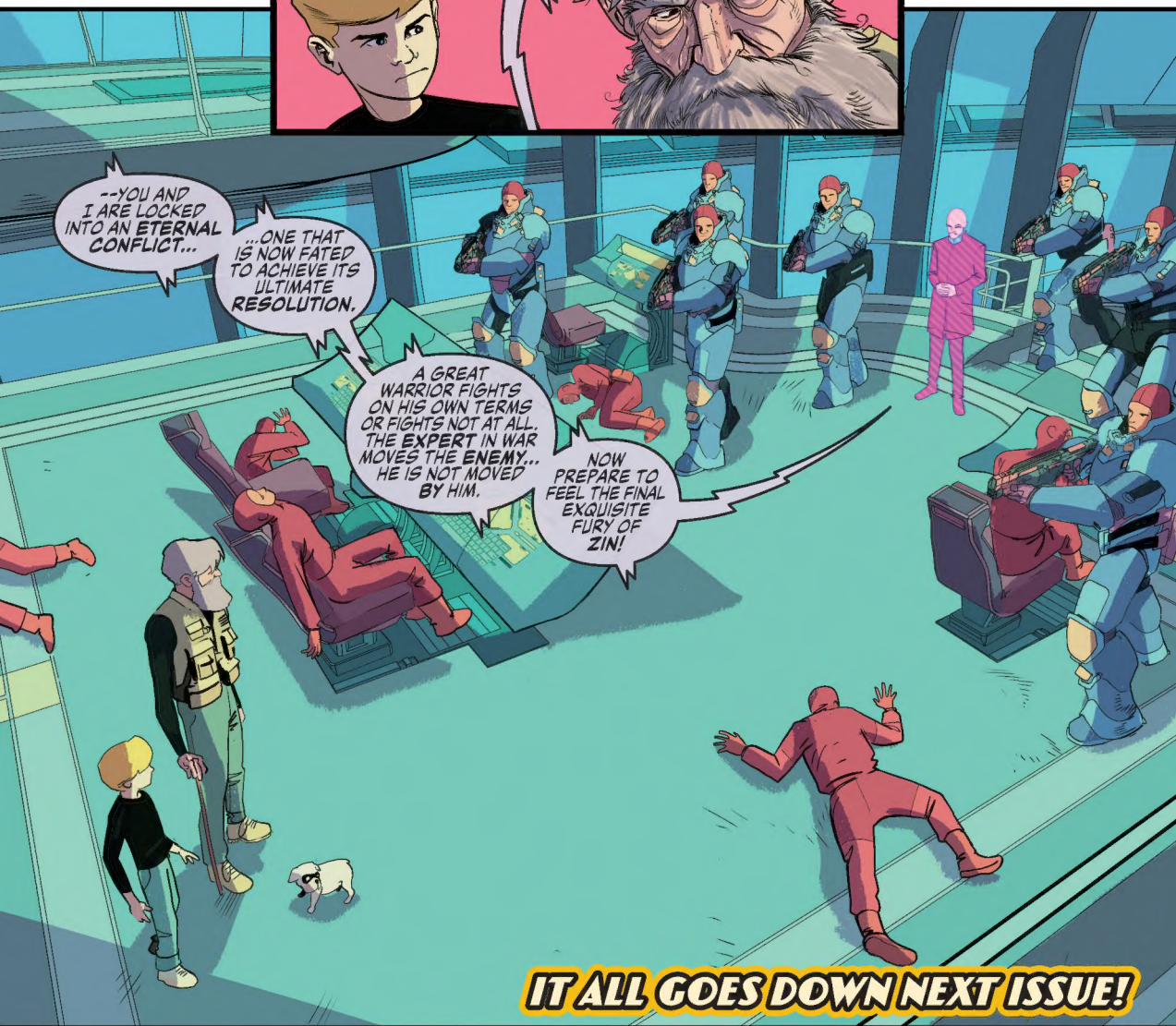
I SIMPLY DELIVERED A LOCALIZED PINCH FREQUENCY TO FRY THEIR CIRCUITRY. NOT TOO SUBTLE...

...BUT I HAD TO MAKE SURE THEY DIDN'T UNDO WHAT I JUST DID.

NOW WE'RE LOCKED IN.



INDEED WE ARE, QUEST--



--YOU AND I ARE LOCKED INTO AN ETERNAL CONFLICT...

...ONE THAT IS NOW FATED TO ACHIEVE ITS ULTIMATE RESOLUTION.

A GREAT WARRIOR FIGHTS ON HIS OWN TERMS OR FIGHTS NOT AT ALL. THE EXPERT IN WAR MOVES THE ENEMY... HE IS NOT MOVED BY HIM.

NOW PREPARE TO FEEL THE FINAL EXQUISITE FURY OF ZIN!

IT ALL GOES DOWN NEXT ISSUE!



NEXT ISSUE

Jonny's boy-out-of-time adventure comes to an explosive end in this special 25-story-page finale as the Quest family takes on Dr. Zin one last time! But even if they can bring their old enemy down, how will they ever be able to return home? And even if they do find a way, will they be able to resist the urge to use their knowledge of what's to come to change history?

WRITER ED BRISSON REFLECTS ON THE ACTION-FILLED FUTURE OF THE SILVERHAWKS!

Ed, you first dipped your toes into the world of the ThunderCats with the *Apex* special. Now, with the launch of *SilverHawks*, we're inviting fans to join us in a wider "ThunderVerse," as we're calling it. What has it been like to not only take on this franchise, but also to help align it so that it complements one of the biggest hits in comics?

It's been very exciting — I think this is the closest I've ever come to manifesting a book into existence. When Declan first started writing on *ThunderCats*, I was chatting with him and demanded that if Dynamite was going to expand the line to include *SilverHawks*, he needed to let me know. And when editor Nate Cosby contacted me to do *Apex*, one of my first questions was, "When are you guys going to do *SilverHawks*?!" A few days later he called and offered me the book, and I couldn't have been happier.

I think that we've landed on a really unique approach to the title. We've found a way to honor the original series while bringing a grounded, character-driven focus to the story. It's not just about month-to-month adventures — we're really digging into who these characters are, what makes them tick, and building the team out in ways we haven't seen before. I think longtime fans will appreciate this new depth, while new readers will get to connect with these iconic characters in a whole new way. As for how it ties into *ThunderCats*, *SilverHawks* will stand on its own for a bit. But trust me, we've got some very exciting things cooking behind the scenes — though I can't spoil too much just yet. Let's just say, fans are in for some surprises!

SilverHawks is a beloved show, but it may not be quite as well known as its sister series *ThunderCats*. How would you compare the two, and what makes *SilverHawks* shine?

ThunderCats has always had one foot in both sci-fi and fantasy, but *SilverHawks* is this wild, fun blend of sci-fi and crime. Both shows have huge, larger-than-life rogues galleries, unforgettable core casts, and, of course, those banger theme songs. They each stand strong as their own entities, but you still get that sense they're part of a larger universe, connected by that same epic energy.

What really hooked me on *SilverHawks* as a kid was the sci-fi procedural vibe. The SilverHawks are an elite squad, keeping the galaxy safe from Mon*Star — who's basically the ultimate interstellar mob boss. His criminal empire is packed with the wildest monsters, henchmen, and robo-criminals you can imagine, and it stretches across the galaxy, threatening everyone in Limbo. Under Commander Stargazer's leadership, the SilverHawks are tasked with taking him down. They're like this super-shiny, space-faring version of *The Untouchables*, but with even crazier tech and villains. That mix of futuristic action and crime-fighting is what really made it stand out for me.

The *SilverHawks* squad is composed of a handful of fun (and very shiny) characters. Commander Stargazer leads the way, alongside Bluegrass, Quicksilver, Steelwill, Steelheart, and The Copper Kidd as the usual core group. Hotwing was introduced later in the show, but we hear we'll be seeing him in the series, too. Who has been the most fun to write so far?

That's a tough one. We're still pretty early on in the process, and I've been spending a lot of time trying to find their voices. Gun to my head, I might say

Stargazer at this point — he's the man behind the scenes, the one who put the squad together. He's your grizzled veteran cop with a deep and troubled past going back hundreds of years. He's experienced a world under Mon*Star's wrath, he's lost a lot of friends and colleagues in the war against it. He's already taken Mon*Star down once and refuses to retire until he takes him down one last time. There's a lot of anger and a heavy sense of loss with Stargazer, which is something that I've really been able to sink my teeth into.

The show made a big impact on everyone who tuned in during its run, but the *SilverHawks* ended up with about half as many episodes as their *Thunder-siblings*. As the writer taking them on now, do you feel this gives you even more opportunity to explore the characters and mythos?

The original *SilverHawks* series was very much an adventure-of-the-week format that hinted at a larger history, but never really dug into it. With this new series, we're filling in the blanks and expanding upon what we know from the show. We're going to explore the origins of the SilverHawks program in a way that fans haven't seen before. And — spoiler alert — the current team isn't the first of their kind!

We're diving deep into the backstories of each character, giving readers a real sense of who they are, what drives them, and how they ended up in this elite team. It's all about fleshing out the mythology and the characters so that they feel more layered and complex than ever before.

Greek maestro George Kambadais is joining you on this series, after his industry-shaking efforts on *Gargoyles* and *Hercules*. How do you think his gorgeous, unique style fits both this world and your approach to the series?

George is someone I've been wanting to work with for a long time — it was just a matter of finding the right project. His art has a certain dynamism and fluidity that fits perfectly with the high-flying, fast-paced action that defines *SilverHawks*. His line-work has this sharp, kinetic, and vibrant quality that works perfectly for their sleek, futuristic world with its space battles, high-stakes chases, and plethora of strange and wild environments. He can nail the cast's unique designs while being able to dial into the emotional moments that are the cornerstone of the story we're telling.

We've had a lot of discussions about how to approach this universe, and George just gets it. His attention to detail, his use of color, and his ability to blend old-school nostalgia with a modern twist make him perfect for *SilverHawks*.

Can you give us a brief elevator pitch on where we kick things off in the first issue, and how you'll be unfurling your narrative along the way?

On the eve of Stargazer's retirement, Mon*Star busts out of Penal Planet 10 and unleashes chaos across the galaxy — which is essentially how the original series began. The current system is unprepared for the level of devastation Mon*Star brings, so Stargazer postpones his retirement to launch a new, upgraded SilverHawks program. Throughout the first arc, we'll meet all the SilverHawks we know and love, each of them personally impacted by Mon*Star's reign of terror before being recruited into this new team. It's a way to reintroduce these characters, but with more depth and context, while honoring the original series that fans hold dear.



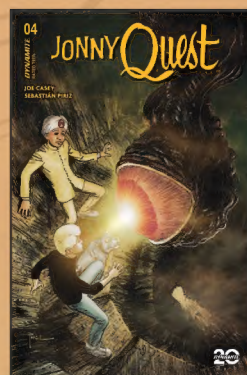
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Art by CHAD HARDIN
Colors by CHUCK OBACH



COVER B
Art by JAE LEE & JUNE CHUNG



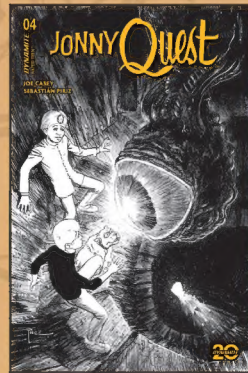
COVER C
Art by TOM RANEY
Colors by GINA GOING



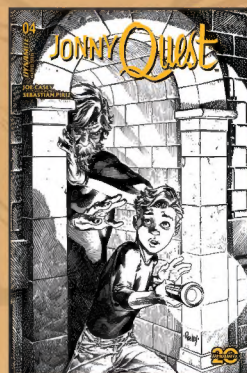
COVER D
Art by RICHARD PACE



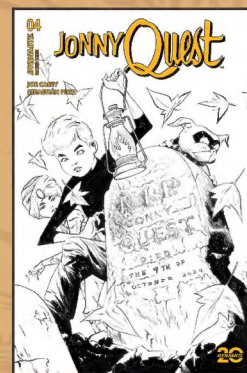
COVER E
LIMITED EDITION COVER
Virgin Art by CHAD HARDIN
Colors by CHUCK OBACH



COVER F
10 COPY INCENTIVE COVER
B&W Art by RICHARD PACE



COVER G
10 COPY INCENTIVE COVER
B&W Art by TOM RANEY
Colors by GINA GOING



COVER H
15 COPY INCENTIVE COVER
B&W Art by JAE LEE



COVER I
15 COPY INCENTIVE COVER
Virgin Art by CHAD HARDIN



COVER J
20 COPY INCENTIVE COVER
Virgin Art by RICHARD PACE



COVER K
25 COPY INCENTIVE COVER
Virgin Art by TOM RANEY
Colors by GINA GOING



COVER L
30 COPY INCENTIVE COVER
Virgin Art by JAE LEE & JUNE CHUNG



COVER M
FOC 7 COPY INCENTIVE COVER
B&W Art by CHAD HARDIN

COVER GALLERY